

C. Scheppner

1983

## STATUS REPORT

- 10/24 Additional corrections to Type Right  
for Education Dept. (software)
- 10/25 Additional work on Kinder Koncepts  
for Educational Software  
Start examining dominos of Domino man
- 10/26 Test Type Right on Basic 2.0 4032  
Create temp. domino characters
- 10/27 Examine 1st D.M. screen. Set  
up & save temp. screen for  
testing domino setup (not whole layout)
- 10/28 Trace first 3 D.M. screens for  
domino layout  
Change angled domino & try to  
fit whole layout of screen 1 on  
C-64's smaller screen.  
Draw other domino positions

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10/31 Design temporary falling + fallen domino characters.

Design screen 1 domino layout + test domino sizes in layout.

Drew a proportional video matrix worksheet — standard sheets do not show <sup>(horizontal)</sup> compression of 4:3 pixel ratio  
Start screen 2 layout

11/1 Sketch first 2 animations (<sup>title</sup> + first cartoon)

Sketch all positions of domino man

? ~~animations~~ animations appearing in every screen (bee, bully, clock, money bag)

11/2 Sketch all special ~~spect~~ animations (various characters on particular screens)

Sketch entire first screen full size

Design clock character

11/3 Find all sprite colors. Test clock character from basic. Design extra man character. Study Bally documentation (book that came with machine)

11/4 Design pre-shifted clock characters and test movement from Basic. Assist in typeRight verification for Testing. Put new freeze button on D.M.

## STATUS REPORT

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- "1/7 Change designed character bit pairs so brown may be used although in multicolor mode
- "1/8 Move shifted clock from Basic Documents character entrance timing for first 15 racks of D.M.
- "1/9 Trace every domino pattern through Rack 18. Document character entrance timing through rack 24.
- "1/10 Transfer more patterns to video matrix grid sheets. Experiment with falling domino patterns.
- "1/11 Study character movement & domino placement & removal. Transfer more patterns to matrix grids & #8 won't fit



# STATUS REPORT

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11/14 Make preliminary full-scale sketches  
of 3 half-time shows.

11/15 Study character movement & timing.  
Study dominos falling.

11/16 - 11/18 Code data tables for ~~new~~  
26 new Cubic screens.  
Test screens and make  
adjustments to improve  
playability.  
Document final data for  
addition to source code.

Carolyn Scheppner  
Status Report

11/21 -

11/21 Study description of game idea given to me by J. Mathias. Wrote down ways to possibly improve it. Tested cubic screens + noted changes needed.

11/22 Code new Cubic screens, change others.

11/23 ~~Review~~ Test new screens for platform timing. Adjust some colors.

[Thanksgiving Holiday]

11/28 Sketch new screens for reference during discussions and for eventual ordering of new screens. Test timing.

11/29 Implement changes recommended by Rick.

11/30 Code additional new screens

12/1 Test + Change screens.

12/2 Get names for most screens. Make changes requested by Rick

Carolyn Scheppner

## Status Report

12/5 Work on names for new CC levels

12/6 Start source code of CC levels  
for TED

12/7 Continue coding source of CC levels

12/8 Finish coding CC level source  
Examine Forth manual & copy it.

12/9 Set up 1525. Learn to use Wordpro.

12/11 Meet with Ira Buckman to discuss  
Money Munch and Purgatory

12/12 Write memo on Buckman meeting.  
Draw new screens submitted by CC authors

12/13 Read TED documentation.  
Enter FORTH graphics screens

12/14 Use TED. Study TED App notes  
Letter blueprint of CES booth for Julia

12/15 work on TED horizontal scrolling

12/16



12/19 Write up status report.  
Work on Ted ~~home~~. ~~scroll~~ vertical scroll.

12/20 Work on Ted vertical scroll

12/21 Start on Ted Demo for CES

12/22 Ted Demo

12/23 - 12/26 Xmas holiday

12/27 Ted Demo

12/28 "

12/29 "

12/30 "

~~12/31~~

12/31 - 1/2 New Years

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1/3 Ted Demo

1/4 Ted Demo <sup>Test</sup>

1/5 Backup + Demo, <sup>Test</sup> Backup + Test, 10 min & Checkers  
~~Backup~~

1/6 Organize files & set up equipment in new office

1/9 Read Gnomes books.

1/10 Work on 264 vertical scroll.

1/11 Work on 264 vertical scroll

1/12 Work on Gnome game ideas.

1/13 ~~work~~ Work on 264 vertical scroll.

1/16 Work on Scroll /with dup screen

1/17 "

1/18 "

1/19 "

1/20 ~~Start~~ package David Gruber Productions

1/23

24

25

26

27

264  
265  
266  
267  
268

1/30

1/31 Test & write memo on Super Sketch pad

2/1

2/2

2/3

Work on 264 scroll

2/6 - 2/10

Work on all direction 264 scroll

2/20 - 2/24

2/27 - 3/2



March '84 - Preliminary backgrounds for adventure

April - Koala Fixer to rearrange koala bit patterns

- Convert 264 scroll to 64 (split screen)
- Utility to convert Koala  $\leftrightarrow$  MicroI.
- Review lightpen graphic packages
- Fire Hydrant Graphic for ad

May - Review graphics tablets

- Continue on C-64 8way split screen "ASCROLL" scroll from isolated ram screens (edge fill)

June '84  $\nearrow$  Koala graphics for screen shots

- Convert P.D. software to C16
- Test A.A. advert. (C16), C16 joystick
- Start W.O.W. discussions with Holmes.
- Animate talking demo for Franklin Institute + do additional graphics

July ~~8~~ Franklin Institute demos  
Animated Graphics for C64  
and +4/C16 advertisements

- Song for C'est La Vie
- Review graphics packages
- Convert public domain software
- Sounds for Gorf

- Graphics for +4/C64 Microillustrator

Aug - October - +4 Wizard of Wor  
programs for C16/+4 Sampler, C16 book

November - ~~C16~~ +4 app notes  
(developer's package)

December CES software demos (fireworks)

January Vegas CES  
MCS-801 screen dumps (COLORPRINT 64)

Feb AMP quantum XL heart watch ~~dance~~  
Basic prog on cart rtn.

Feb > AMF program (in production)  
March (screenplot, plotter + printer)

April - C128 Basic Cruncher

May Start AMF Demo  
\* Do 5/17.3 fix to AMF (plotting up sides - handle bad end (procs))  
CES demos (Telecomm, etc)

+ Help Ian Rework 300 carts  
put basic on cartridge

June [CES]

Get VAX set up

+ Set up whole office (moved)

~~Help Ian~~  
Do 6/26.2 fix to AMF (bad start data - Tenner before rate appears data was rejected)

Start help Word Shuttle

July

Word Shuttle

\* logo screen for 'McNamara'

\* go with Rotherbach to AMF swimmers

\* Tech Support Higguterm, Basic, etc

7/8 fix "composite" in Tutor Demo  
pics for McNamara

7/9 "IS THIS" for McNamara

7/18<sup>eve</sup> - 7/20<sup>(Sat)</sup> - in N.Y. - Logos for Amiga launch



Aug. Word Shuttle

8/6 } lots of phone calls C128  
8/7 } Star Systems Inc (Scott Smith) - TRQ  
Amiga questions  
Lew Wallace  
& others

**from the collection  
of  
carolyn scheppner**

**scanned by  
andy finkel**